

**Silver, David**

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**From:** Michael R. Cannatti [mcannatti@hamiltonterrible.com]  
**Sent:** Tuesday, December 08, 2009 5:01 PM  
**To:** Silver, David  
**Subject:** Re: Application No. 10/016,192 -- Language reflecting Examiner's Proposed Amendment

Applicants: Uri Wilensky, Walter Stroup  
Title: Distributed Agent Network Using Object Based Parallel Modeling Language to Dynamically Model Agent Activities  
Serial No.: 10/016,192 Filed: December 12, 2001  
Examiner: David Silver Group Art Unit: 2123  
Docket No.: 045191.0001 Customer No.: 33438

Good afternoon Examiner Silver.

Pursuant to MPEP Section 503.02, I hereby authorize the USPTO to communicate with me concerning any subject matter of this application by electronic mail, and understand that a copy of these communications will be made of record in the application file.

Pursuant to this written authorization, please let me know if the language below captures the spirit of the Examiner's Amendment you proposed today for this case.

1. (Proposed Amendment) A modeling device for a simulation of complex dynamic systems, comprising:  
a plurality of remote agents, each remote agent comprising:

logic to receive input data;  
object control node information corresponding to performance of the remote agent and a relationship of the remote agent to the simulation;

control instructions to convert the input data into the control node information;  
and  
logic to transmit the object control node information and the control instructions to a server computing device; and

the server computing device, comprising:

an object-based parallel modeling language component that collects a string of object control node information and control instructions corresponding to each of the remote agents of the plurality of remote agents and coordinates the interaction of the remote agents based upon the collected object control node information and control instructions;

processing logic for generating interactive simulation information based upon the interaction of the remote agents by processing each string corresponding to each of the remote agents to identify first or second co-positioning effects,

where the first co-positioning effect deletes a first object associated with a first remote agent if the first object is not co-positioned with another object within a predetermined amount of time, and where the second co-positioning effect duplicates a second object associated with a second remote agent if the second object is co-positioned with another object; [[and]]

logic to transmit interactive simulation information [[based upon the interaction of the remote agents]] to the plurality of remote agents; and

a central control panel comprising a graphical display for viewing the simulation information.